Shape segmentation and retrieval based on the skeleton cut space

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behorende bij het proefschrift

SHAPE SEGMENTATION AND RETRIEVAL BASED ON THE SKELETON CUT SPACE

van

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1. The skeleton cut space, and its segmentation-related properties, can be used in shape editing.

   – Chapter 4

2. The unifying part-patch segmentation of a shape could be further extended to treat a wider range of shapes, such as non-watertight (open) ones.

   – Chapter 6

3. Shape retrieval can profit from user input: Users can interactively specify the properties of shapes they are (not) interested in.

   – Chapter 5

4. Shape processing can be a useful preprocessing step for shape retrieval.

   – Chapters 3, 4, and 5

5. Porting shape retrieval to the GPU could massively increase its performance.

   – Chapter 5

6. Medial representations of shapes can be seen as a transform of a spatial medium.

   – This entire thesis

7. I used to think nature and factories are two sides of the world. However, now, nature is an ideal in my life.

8. Several times, I wonder how we can live in a society, and keep a relationship in a society.

9. Writing programs is hard, but writing my life is also hard. Can one have a choice?

10. My final hope is I can have a peaceful life and build a family.